**Digital Gaming & Simulation**

Digital Gaming and Simulation

GAME 1270 – Laws of Cyberspace & Ethical Issues  
GAME 1271 – Game Theory  
GAME 1370 – Concept Design and Evolution of Electronic Games  
GAME 1371 – Character Sculpting  
GAME 1372 – Math for Game Programmers  
GAME 1373 – Storyboarding  
GAME 1374 – Level Design  
GAME 2370 – Project Development I  
GAME 2371 – Game Development Using C++  
GAME 2372 – ActionScript and Python  
GAME 2373 – Lighting, Shading and Texture  
GAME 2374 – DirectX Programming  
GAME 2375 – Project Development II  
GAME 2376 – Game Testing  
GAME 2377 – Internship  

**Other: Technical**

ARTC 1302 – Digital Imaging I (Photoshop)  
ARTC 1345 – 3D Modeling  
ARTC 1341 – 3D Animation I  
ARTC 1305 – Basic Graphic Design  
ARTC 2341 – 3D Animation II  

ARTS 2323 – Life Drawing I  
ARTS 2324 – Life Drawing II  
ARTV 1343 – Digital Sound  

COSC 1436 – Programming Fundamentals I  
COSC 1437 – Programming Fundamentals II  

GRPH 1359 – Object-Oriented Computer Graphics  
IMED 1345 – Interactive Multimedia I  
ITNW 1325 – Fundamentals of Networking Technologies  

**Other General Core courses**

ENGL 1301 – Composition I  
MATH 1314 – College Algebra  
XXXX #3## – Humanities/Fine Arts  
XXXX #3## – Math/Science  
XXXX #3## – Social/Behavioral Science Electives